* ORG 0000H
* MOV DPTR,#LUT
* MOV P1,#00H
* MOV P0,#00H
* CLR P3.0
* SETB P3.1
* MOV TMOD,#20H
* MAIN:MOV TL1,#207
* MOV TH1,#207
* MOV A,#00H
* SETB P3.0
* ACALL DELAY1
* CLR P3.0
* HERE:JNB P3.1,HERE
* BACK:SETB TR1
* HERE1:JNB TF1,HERE1
* CLR TR1
* CLR TF1
* INC A
* JB P3.1,BACK
* MOV R4,A
* ACALL DELAY
* SJMP MAIN
* DELAY1:MOV R6,#02
* LABEL1:DJNZ,R6,LABEL1
* RET
* DLOOP:MOV R5,#100
* BACK1:MOV A,R4
* MOV B,100
* DIV AB
* SETB P1.0
* ACALL DISPLAY
* MOV P0,A
* ACALL DELAY
* ACALL DELAY
* MOV A,B
* MOV B,#10
* DIV AB
* CLR P1.0
* SETB P1.1
* ACALL DISPLAY
* MOV P0,A
* ACALL DELAY
* ACALL DELAY
* MOV A,B
* CLR P1.1
* SETB P1.2
* ACALL DISPLAY
* MOV P0,A
* ACALL DISPLAY
* ACALL DISPLAY
* CLR P1.2
* DJNZ R5,BACK1
* RET
* DELAY:MOV R7,#250
* LABEL2:DJNZ R7,LABEL2
* RET
* DISPLAY:MOVC A,@A+DPTR
* CPL A
* RET
* LUT:DB 3FH
* DB 06H
* DB 5BH
* DB 4FH
* DB 66H
* DB 6DH
* DB 7DH
* DB 07H
* DB 7FH
* DB 6FH
* END